AGB-ADXE-USA GOBSTON-MESS CHALLENGE CARTOON INSTRUCTION BOOKLET entertainme

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE Comic Mischief

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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INTRODUCTION

Welcome to **Dexter's Laboratory™ Chess Challenge!** This game takes the ancient world of the battle board and brings it to life in true **Dexter** style. Your mission is to win the game through a collection of devastating tactical moves and take command of the king of your opponent to prove who is the true genius. Don't worry if you are a complete novice, the game has been designed to help you get it right! And if you're already brilliant at Chess, you'll find enough challenges to keep you entertained for hours. So join Dexter, **Dee Dee**, **Mandark** and **Major Glory** on the board and let the game begin!



DEXTER'S LABORATORY CHESS PIECES

Dexter — I have created the most ingenious of players for my chess pieces by using the various incarnations of my super-boy genius self and the brilliant creations I devised with my superior brain.



CHARACTER SETS

Chess Piece Dexter

King

Queen

Bishop

Knight

Rook

Pawn



Dexter



Grabulator 2000



Old Man Dexter



Action Dexter



Dexter Employee



Monkey

DEXTER'S LABORATORY CHESS PIECES

Mandark — I, Mandark, have matched Dexter's chess pieces by summoning all of my super-genius selves and my amazing inventions, all of which are far superior to those of Dexter.



Chess Piece Mandark

King

Queen

Bishop

Knight

Rook

Pawn



Mandark



Mandroid 3000



Executive Mandark



Overlord Mandark



Ultimate Mandark



Duck

DEXTER'S LABORATORY CHESS PIECES

Major Glory — I, Major Glory, have called together the various heroes of Dexter's world to create the mightiest and all-American of chess teams.

Chess leams.

Chess Piece Major Glory

King

Queen



Major Glory

Agent Honeydewe

Bishop

Knight

Rook

Pawn

Val Hallen

Action Hank

Krunk

Monkey the Superhero Pawn

Dee Dee — My chess pieces are all the things I love from my best friends Lee Lee and Mee Mee, to Pony Puff, and of course, Koosie!

Chess Piece Dee Dee

King



Koosie

Queen



Dee Dee

Bishop



Lee Lee

Knight



Pony Puff

Rook



Mee Mee

Cooties

The object in chess is to checkmate your opponent's king. Checkmate, or just "mate" occurs when the king cannot escape capture on the next move.

Chess is played by two players. In Dexter's Laboratory Chess Challenge, a player's pieces are differentiated by Character Set or by color (black and white).

White is always first to move and players take turns alternately moving one piece at a time. Each type of piece has its own way of moving (described later). A piece may be moved to another position or may capture an opponent's piece. This is done by landing on the appropriate square with the moving piece and removing the defending piece from play.

Pawn Movement

A Pawn can only move forwards, one square at a time, unless it is the Pawn's first move, then it can move two squares. The Pawn captures differently from how it moves. The Pawn captures diagonally ONLY one square ahead.





If a Pawn gets all the way across the board to reach the opponent's edge of the table, it will be promoted. The Pawn may now become

any piece that the moving player wishes.



Rook Movement

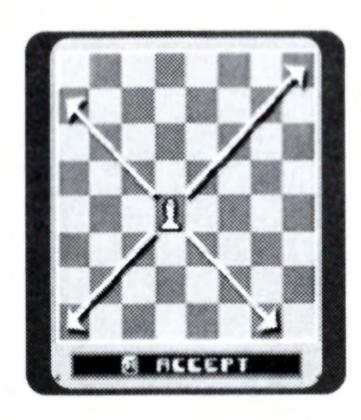
The Rook can move any number of squares in a straight line, horizontally or vertically, but the Rook may not jump a piece of either color.



Knight Movement

The Knight is the only piece that can jump over other pieces! The Knight always moves three squares in the shape of the letter "L". Keep in mind though, that the letter can be sideways or even upsidedown and backwards! For example, a Knight may move two squares forward and one square to the right or one square forward and two squares to the left.



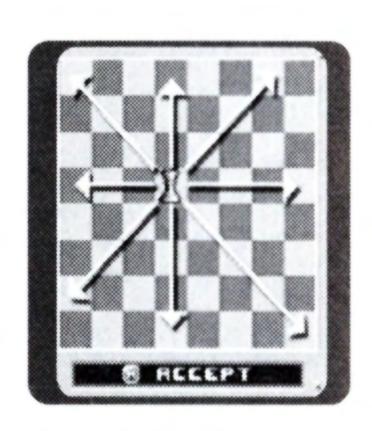


Bishop Movement

The Bishop can move any number of squares diagonally, but like the Rook, it may not jump a white or black piece. Like the Rook, it can move forward or backward, but in only one direction at a time.

The Queen's Movement

The Queen can move as many squares as it wishes and in any direction (unless there is another piece in the way). The Queen captures other pieces in the same way that it moves, replacing the unlucky opposing piece that gets in the way. The Queen must, of course, stop in the square of the piece it has captured. The Queen cannot jump other pieces.





The King's Movement

The King is the most important piece in the game. Once the King is lost, the game is over.

The King can only move one square in any direction. The King can also capture an opponent's piece if it is on one of those squares.

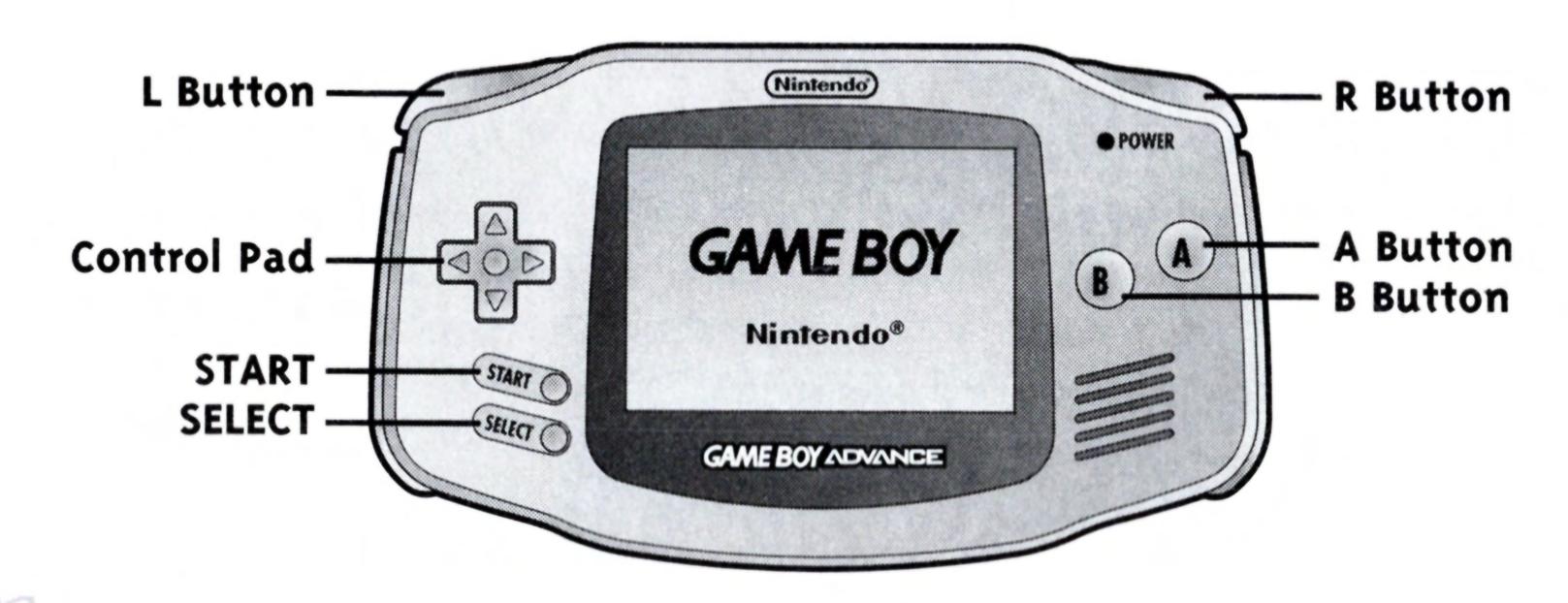
End Game

The game ends when one of the players captures the opponent's King.

When a player's King is threatened by an opposing piece, it is said to be "in check". The objective is not to place your opponent's King in check, but to make certain that every square where the King has a possibility of movement is also covered. This is called checkmate and the King is considered captured.

SETTING UP

- I. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2. Insert the Game Pak of **Dexter's Laboratory™ Chess Challenge** into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
- 3. Turn ON the POWER switch.



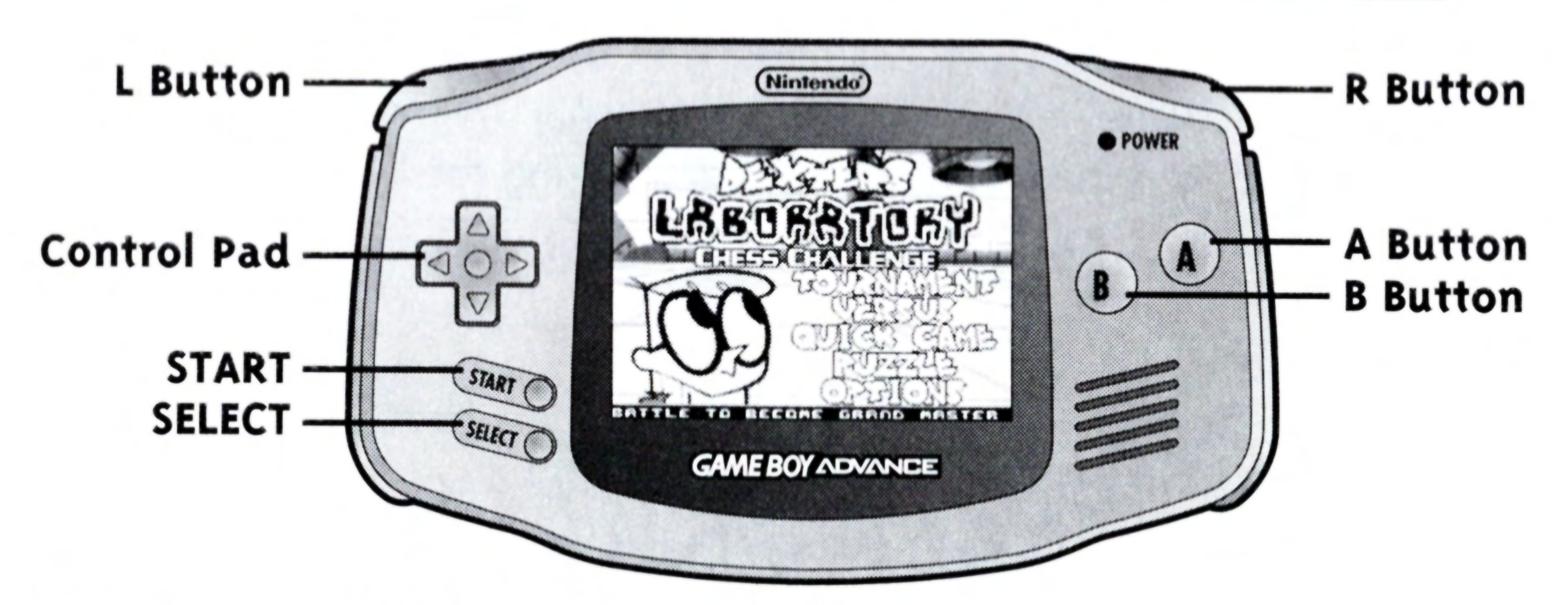
THE GAME

Menu Screen

The menu controls are simple, use the Control Pad to scroll Up and Down the menu, press the A Button to confirm and the B Button to cancel. Pressing the B Button or quitting from any of the modes will return you to the Main Menu.



BUTTONS OVERVIEW



L & R Buttons Rotate Board in Cartoon View

Switch to options in Standard View

Switch sections in Practice Mode set-up

A Button Select piece, Confirm move

Confirm option

Place piece in Practice Mode set-up

BUTTONS OVERVIEW

B Button Cancel move

Return to Main Menu from sub menus

Delete piece in Practice Mode set-up

START Pause Game & bring up Quit Menu

Confirm Menu selection

SELECT Switch to Standard View in game

Show Piece Selection Screen in Practice Mode set-up

Show Character Bio on the Character Selection Screen

Control Pad Highlight square in game

Select Menu option



This game contains four different play modes: Tournament, Puzzle, Versus and Quick/Custom. So you can choose how you want to play, who you want to play and even for how long you want to play. Have fun!

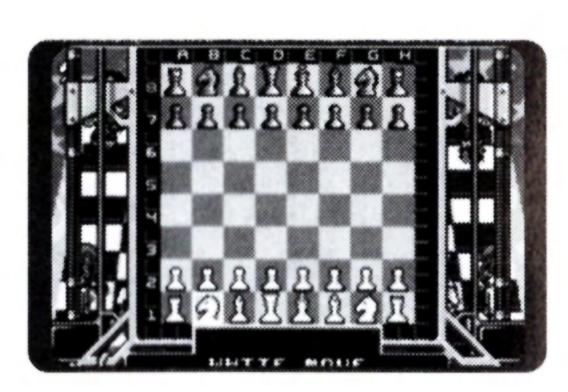
Cartoon View

For all play modes, there are two different different views: Cartoon and Standard. The Cartoon View displays the chess board from the side, showing the pieces as your favorite characters. The board can be turned around when you are playing a match using this view, pressing the L Button and the R Button will flip the board around 180° making it easier to see the pieces and positions you can move to.

Standard View

The game can also be viewed in Standard View by pressing SELECT. This will give a top down view of the board with standard pieces and the board coordinates.

Pressing the L Button or the R Button in this mode will switch between the game and the Options Menu.



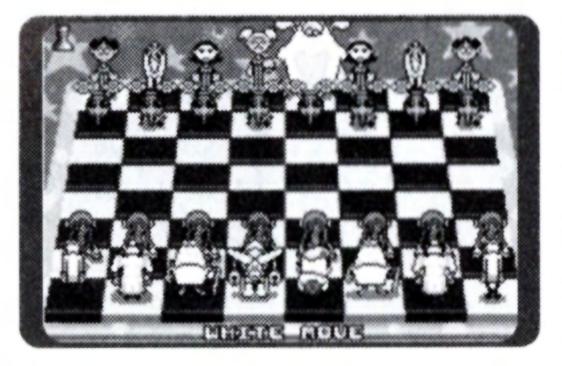
TOURNAMENT MODE

Tournament Mode allows you to choose to play as one of the four characters: Dexter, Mandark, Dee Dee or Major Glory. Once you have chosen the difficulty setting and your character, you will then face the other three characters.

Once the 'HARD' difficulty setting has been won, you will open up the 'BOY GENIUS' setting where only the smartest will survive!

To quit the tournament you will need to exit the game from the Pause Screen. See the PAUSE section for more details.

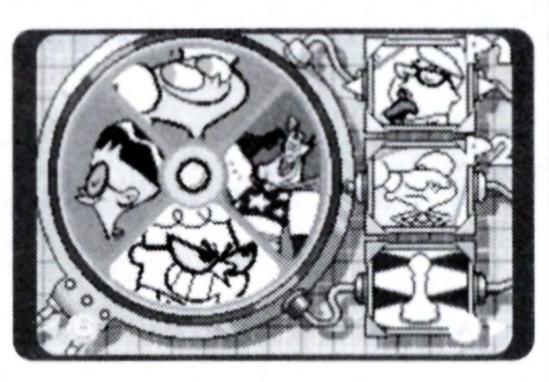




Buttons

To select a piece you should move around the board using the Control Pad and then press the A Button to select the highlighted piece. You need to then move to the square of choice and press the A Button again to move the piece. By pressing the B Button you will cancel the move.





Moving

When a square is highlighted it will change color.

In Cartoon View the colors are:

Yellow - shows the current highlighted square.

Blue - shows a selected piece.

Green - shows a destination square you are free to move to.

Red - shows a destination square you cannot move to.

In Standard View the colors are:

Yellow - shows the current highlighted square.

Purple - shows a destination square you cannot move to.

Green - shows a destination square you are free to move to.

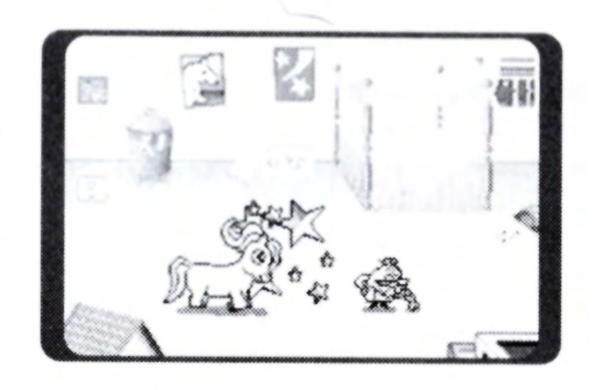
The board can be turned around when you are playing a match in Cartoon View, pressing the L Button and the R Button will flip the board around 180° making it easier to see the pieces and positions you can move to.

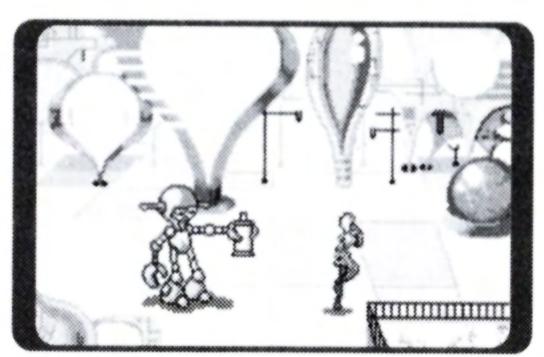
Movies

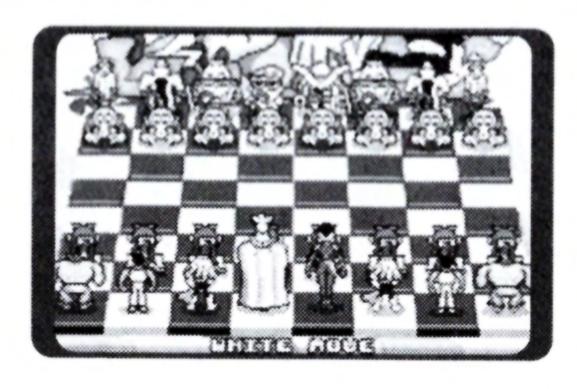
If this option is set to ON, each piece taken will result in a mini-animation of that battle being shown on screen.

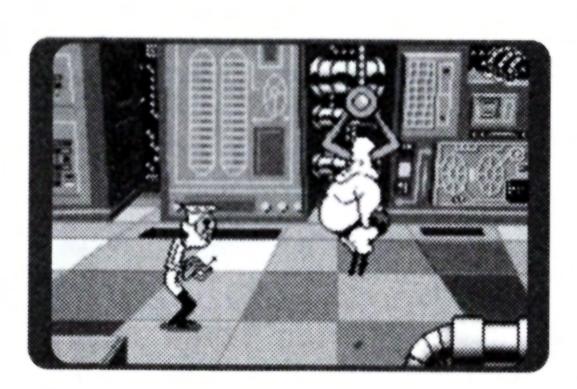
If you are playing the game in the Standard View then the mini-animation will not play.











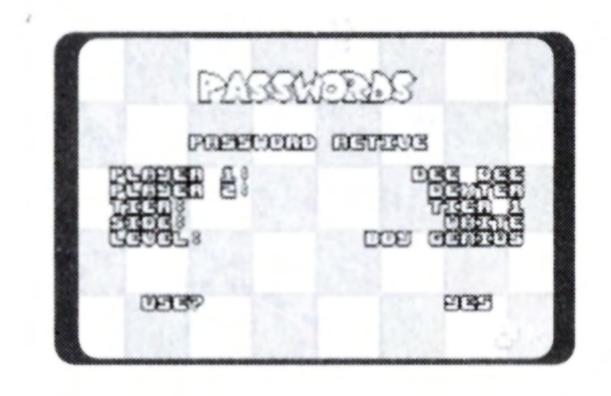
Take Back

With the difficulty level set to EASY, simultaneously pressing the B Button and Left on the Control Pad will result in the last move being undone! The Take Back option can result in the game being 'taken back' to the beginning if you wish by continuously pressing the buttons.

Passwords

Once a game is finished you will be shown a Password Screen which stores your current game status for both Tournament and Puzzle Modes.

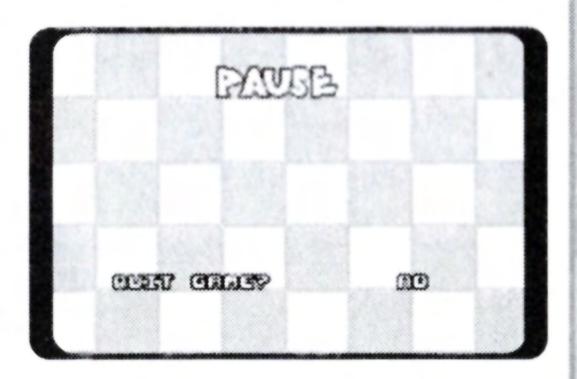
To enter your password to continue from where you left off, you must choose the 'Password' section in Options. (See Options for more details)



If a valid password has been entered under the Options Screen, you have the choice of playing the password settings under this mode.

Pause

Pressing START will bring up the Pause Menu. Pressing Left and Right on the Control Pad will switch between 'YES' and 'NO' as a response to quitting the game. Pressing the A Button or START will confirm your choice, while pressing the B Button will return you to the game.

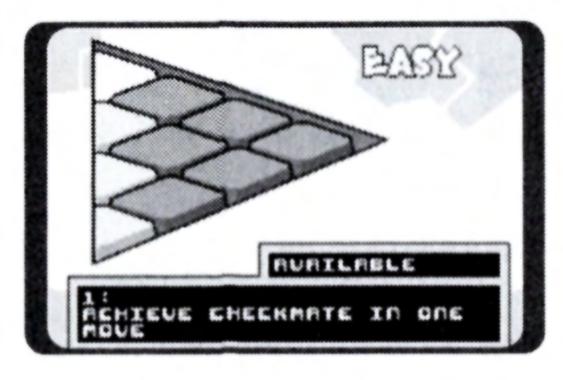


If you QUIT you will be returned to the Main Menu.



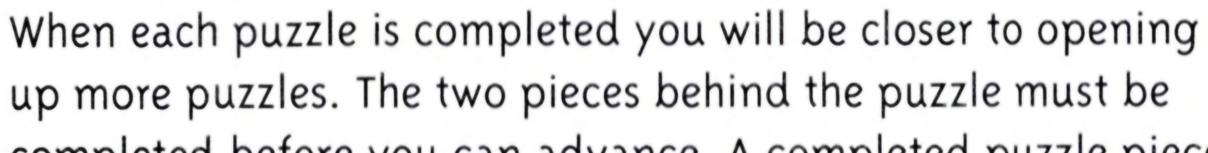
PUZZLE MODE

In Puzzle Mode you will be placed in a chess scenario and must find the solution to the puzzle you have chosen.

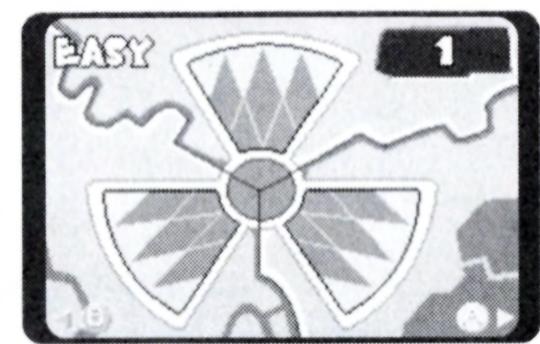


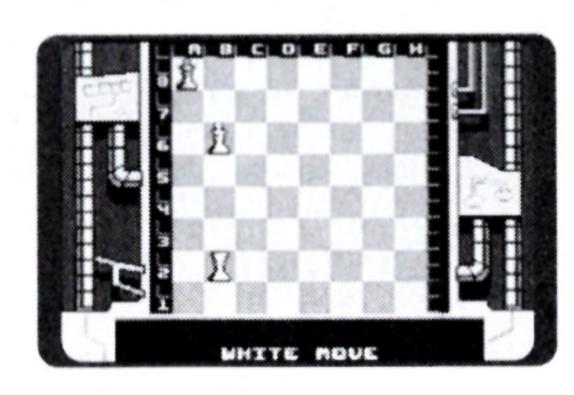
The puzzles change and increase in difficulty the further you progress, offering challenges such as 'Achieve checkmate in 5 moves.'

Puzzle Mode is always played in the Standard View. And will play in the same way as the regular game.



completed before you can advance. A completed puzzle piece will turn from green to yellow, and an open puzzle piece will change from red to green.





Each completed puzzle will also offer you a new password allowing you to store your progress.

To enter your password to continue from where you left off, you must choose the 'Password' section in Options. (See Options for more details)

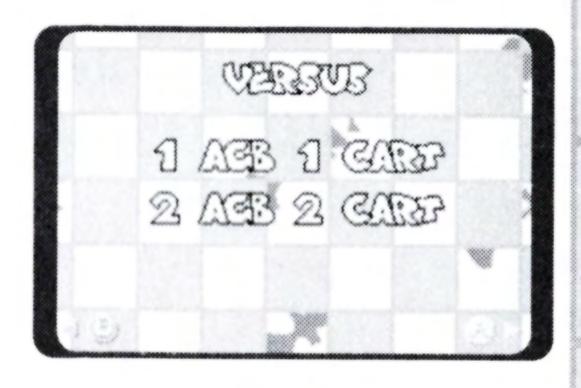
VERSUS MODE

You can play against human opponents in Versus Mode.

The game sets up as any regular game, with both players choosing their characters and going into the match.

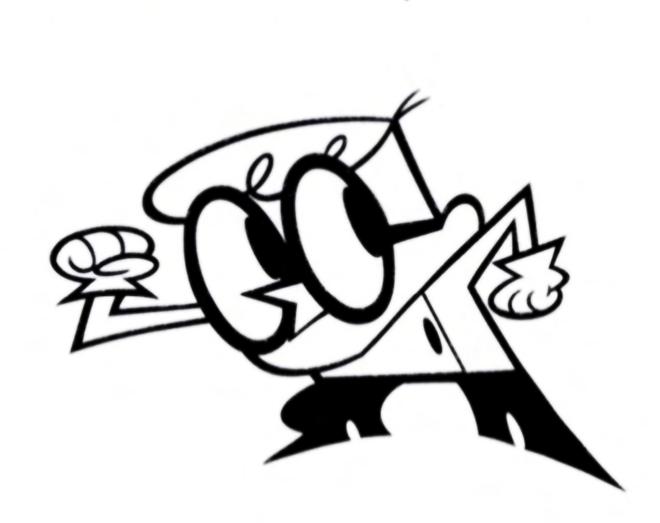
Two players using one Game Boy® Advance and one copy of Dexter's Laboratory Chess Challenge can play the game against

each other. Both players will share the Game Boy® Advance and play their move. If you have two Game Boy® Advance systems, two copies of the game and a Game Boy® Advance Game Link® cable you can play against a friend in Link Mode where both players will see what is happening on their Game Boy® Advance systems.



QUICK GAME MODE

In Quick Game Mode, you can choose the level of difficulty as well as your character. You then have the option to play a Quick Game or a Custom Game. Choosing Quick Game starts a game with a standard chessboard set-up. Custom Game allows you select a chessboard of choice. Using the Up/Down will rotate between options. Press the A Button to select your choice.



CUSTOM GAME MODE

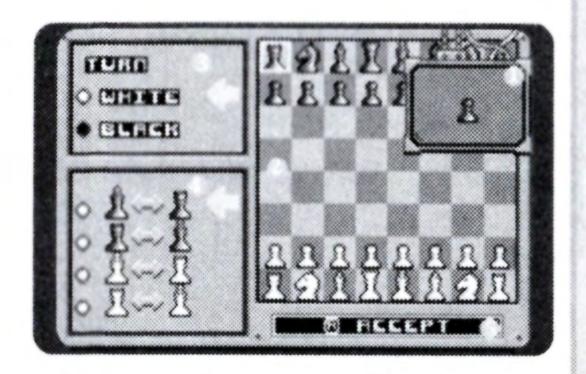
In Custom Game Mode you can play against the computer in a scenario of your choosing. The screen offers you the choice of placing any pieces of the board wherever you choose and who plays first.

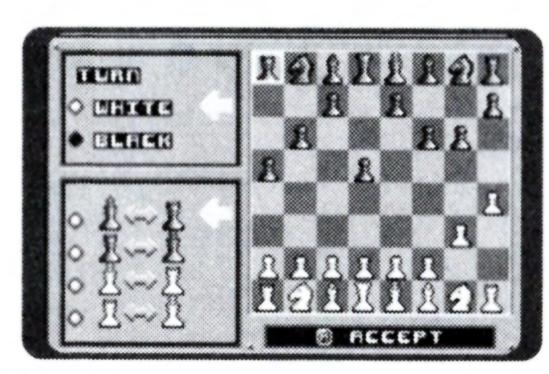
Pressing the L Button and the R Button will move to the various sections.

Pressing SELECT will bring up the Piece Selection Box (Selection 1).

Piece Selection

Pressing Left and Right will scroll through the pieces and colors, pressing the A Button will select the piece currently on screen.





2. The Game Board

This screen moves as the Standard View in game, pressing the Control Pad will move the target square around the board, pressing the A Button will place a currently selected piece in the highlighted square, pressing the B Button will delete the piece highlighted.

3. Turn

By moving Up and Down using the Control Pad and pressing the A Button you can change the first player to move from white to black.

4. Castling

By moving Up and Down using the Control Pad you can highlight the options for castling to the Left or Right and remove them from the game.

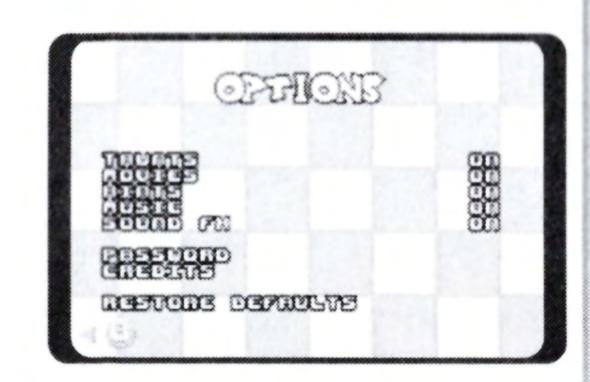
5. Accept

Once your game is set-up you must move to the 'Accept' box and press the A Button to go into the game with your new settings.

OPTIONS

If the board is set-up with any illegal pieces, you will need to fix them before this option will work.

By moving Up and Down using the Control Pad you will highlight each of the options. Pressing Left and Right will change the setting from ON to OFF.



Taunts

Turns the in-game 'taunts' and speech ON or OFF.

Movies

Turns the mini-animations ON or OFF.

Music

Turns music ON or OFF.

Sound FX

Turns the sound effects ON or OFF.

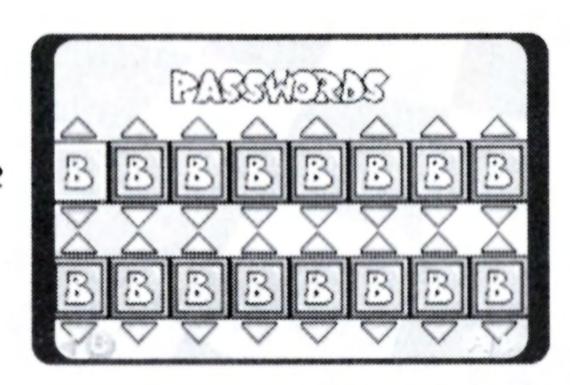


OPTIONS

Password

Pressing the A Button will take you to the Password Entry Screen where you can input a previous password and continue from where you left off.

Pressing Left and Right on the Control Pad will select the current letter, while pressing Up and Down on the Control Pad will scroll through the possible letters.



When you have entered your password, pressing the A Button will confirm and allow you to continue from your previous progress.

In-Game Credits

By pressing the A Button on this option you will open a list of all of the people associated with creating Dexter's Laboratory Chess Challenge.

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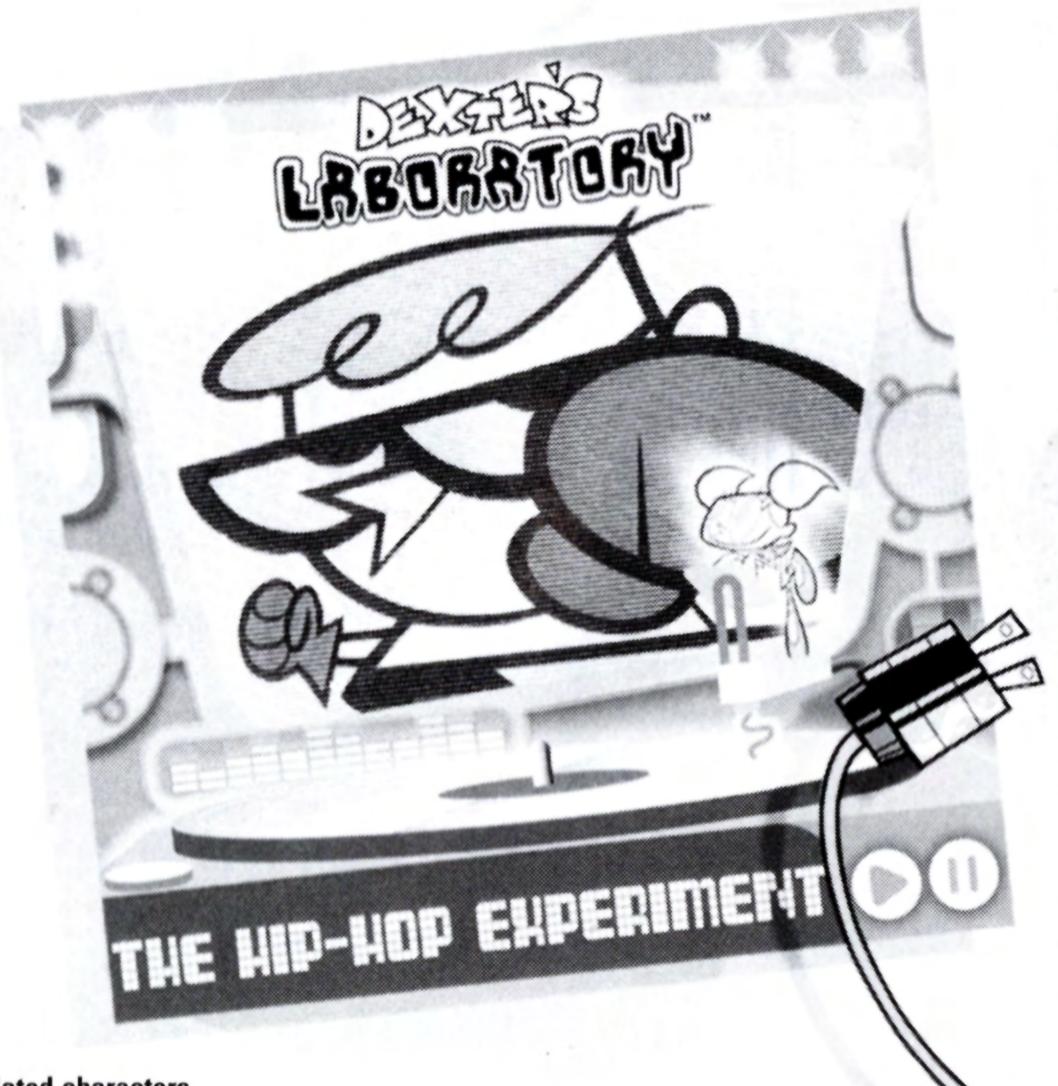
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Sue Montague

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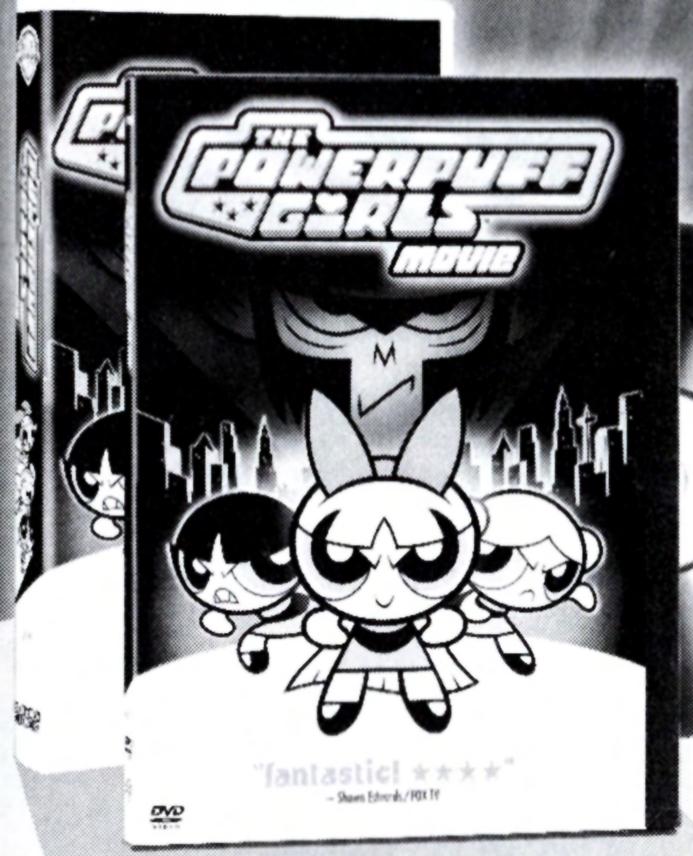


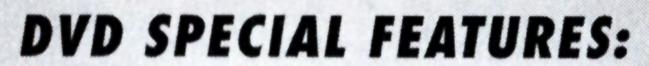


CARTOON NETWORK.

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THER FIRST MOVIE ADVENTURE:





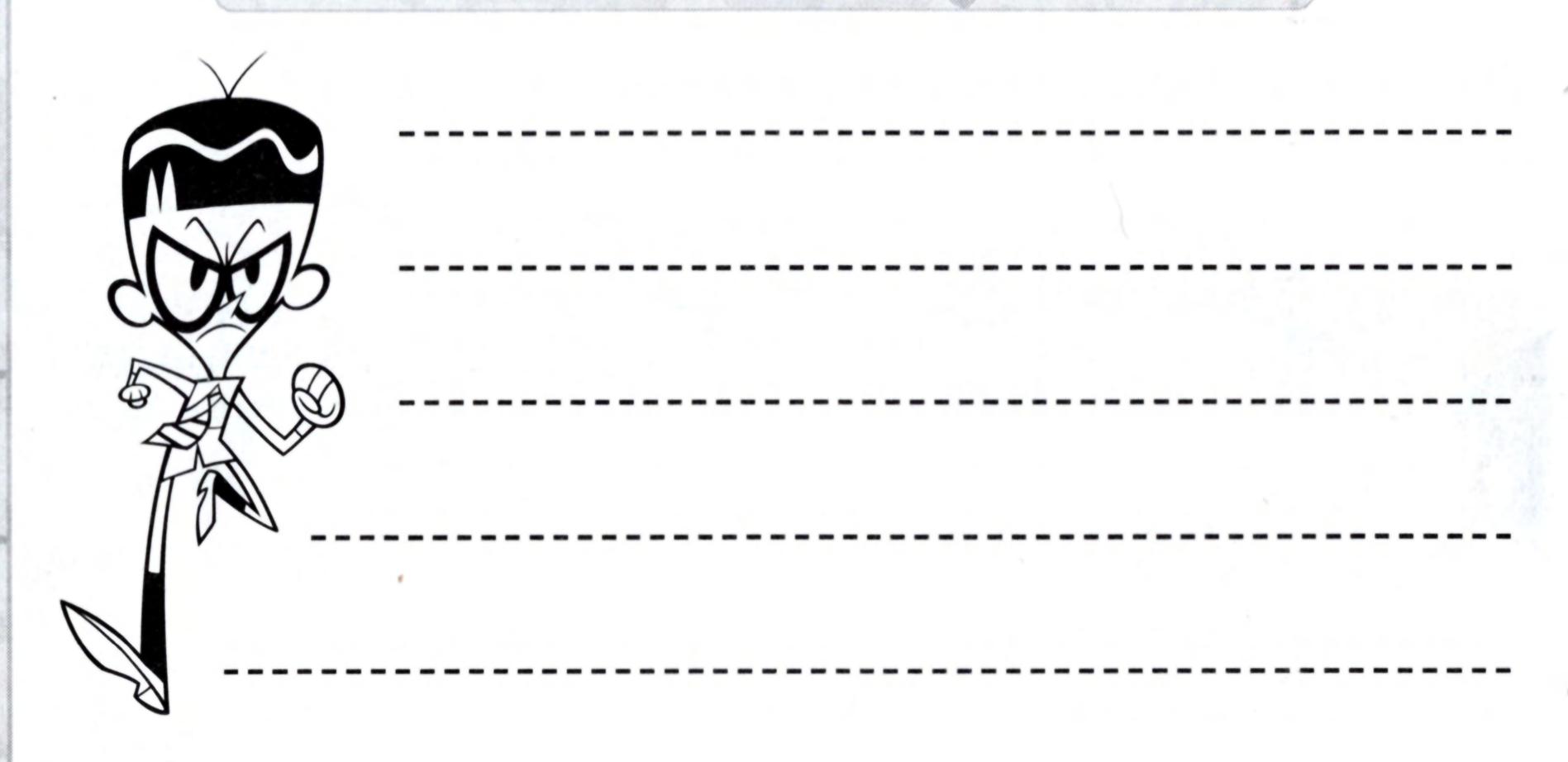
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 - EXCLUSIVE INTERVIEWS WITH THE POWERPUFF GIRLS!

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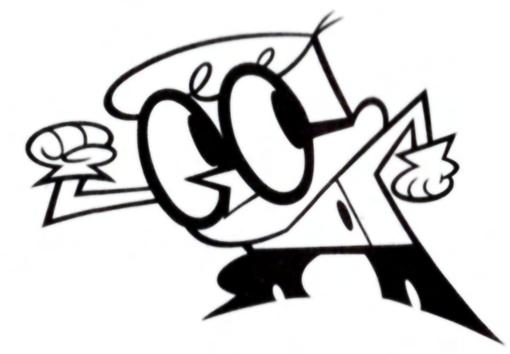




LAB NOTES



LAB NOTES



LAB NOTES



BAM! WARRANTY & CUSTOMER SUPPORT

BAM! Entertainment, Inc. warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BAM! Entertainment, Inc. will repair or replace the product at its option, free of charge.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below.

BAM! ENTERTAINMENT, INC. 333 West Santa Clara St., Suite 716 San Jose, CA 95113

Telephone: 408.298.1960

Email: support@bam4fun.com



BAM! Entertainment Inc., 333 West Santa Clara St., Suite 716, San Jose, CA 95113



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